

Location-aware mobile application development

Exercise 3/6, 26.11.2019

1. Choose a feature unique to a mapping service (for example, Street view is unique to google). Describe the feature in detail. Give examples when it is useful and when it is not.
2. Select an example from Google Maps, Open Layers or any other service provider:
 - <https://developers.google.com/maps/documentation/javascript/examples>
 - <https://openlayers.org/en/latest/examples>Explain how it works and think of how it could be applied in a real application.
3. In the environment of your choice, write an application that uses a Map. The program can be HTML or native. The Map can be Google map or any other map.
4. Create an input text field over the map and a Search button next to it. The user may type in the text field some address. When the user presses enter or pushes the Search button, use Google geocoder to find out the coordinates of the address.
5. Put a marker on the map and move the marker every time the coordinates change. Handle errors caused by non-existent address.
6. Make the marker draggable. Every time the user drags the marker, update the address in the input field.

Package the mini-project created from tasks 3-6 in a zip file and upload it to the submission page.